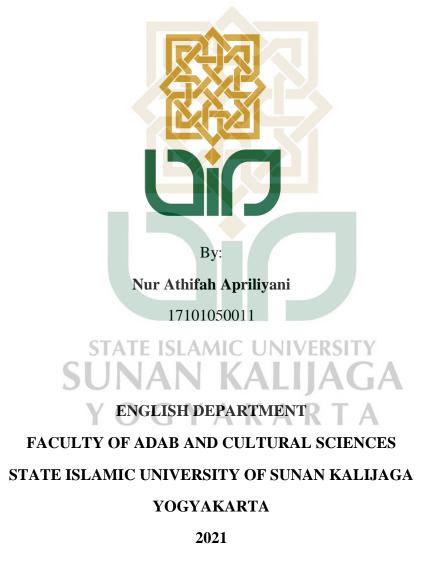
# THE LANGUAGE OF HUMOR IN *JOURNEY OF A MUSLIM* WEB MANGA CREATED BY ZHAR

# A GRADUATING PAPER

Submitted in Partial Fulfillment of the Requirements for Gaining

the Bachelor Degree in English Department



#### A FINAL PROJECT STATEMENT

I certify that this thesis is definitely my own work. I am completely responsible for the content of this thesis. Other writer's opinions or findings included in the thesis are quoted or cited in accordance with ethical standards.

Yogyakarta, June 2, 2021

The Researcher,



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# THE LANGUAGE OF HUMOR IN *JOURNEY OF A MUSLIM* WEB MANGA CREATED BY ZHAR

Saya menyatakan bahwa skripsi tersebut sudah dapat diajukan pada sidang Munaqasyah untuk memenuhi salah satu syarat memperoleh gelar Sarjana Sastra Inggris.

Atas perhatiannya, saya ucapkan terima kasih

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## THE LANGUAGE OF HUMOR IN *JOURNEY OF A MUSLIM* WEB MANGA CREATED BY ZHAR

By Nur Athifah Apriliyani

### ABSTRACT

Humor is used to entertain people. Humor can be found in different media such as in a movie, a variety show, a speech, and a webcomic. Web manga is a Japanese version of the webcomic. This research aims to identify the types of violations of cooperative principle in Journey of a Muslim web manga. The researcher uses Cooperative Principles Theory from Grice and Humor Theory by Attardo. This research uses the descriptive qualitative method. Furthermore, the data source is a web manga or a web cartoon entitled Journey of a *Muslim.* The first result is that all the types of violation cooperative principles are used by the characters in the web manga. Moreover, the most effective way to create a humorous situation is by violating the maxim of relevance. It can be proven from the data findings of this research, which 6 of 10 utterances violate the maxim of relevance. It is followed by a violation maxim of quality, quantity, and manner. Then, the second result is that the humorous situation can be created by conflicting two different ideas, releasing emotion, and humiliating others.

**Keywords**: humor, Journey of a Muslim, web *manga*, cooperative principle, violation

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### THE LANGUAGE OF HUMOR IN *JOURNEY OF A MUSLIM* WEB MANGA CREATED BY ZHAR

By Nur Athifah Apriliyani

### ABSTRAK

Humor biasanya digunakan untuk menghibur orang. Humor dapat ditemukan di berbagai media seperti di sebuah film, acara ragam, pidato, bahkan web komik. Web manga adalah versi jepang dari web komik. Penelitian ini bertujuan untuk mengidentifikasi jenis-jenis pelanggaran prinsip kerjasama yang ada di dalam percakapan dan bagaimana pelanggaran-pelanggaran prinsip kerjasana tersebut menciptakan situasi humor di dalam web manga Journey of a Muslim. Peneliti menggunakan teori Prinsip Kerja Sama oleh Grice dan teori Humor oleh Attardo. Penelitian ini menggunakan metode deskriptif kualitatif. Selanjutnya, sumber data adalah web manga berjudul Journey of a Muslim. Penelitian ini menunjukkan dua hasil. Hasil yang pertama menunjukkan bahwa semua jenis pelanggaran prinsip kerja sama digunakan oleh karakter dalam web manga Journey of a Muslim. Lalu, cara yang paling efektif untuk menciptakan situasi humor adalah dengan melanggar maksim relevansi. Hal ini dibuktikan dari hasil temuan penelitian, yaitu 6 dari 10 percakapan melanggar maksim relevansi yang diikuti dengan pelanggaran maksim kuantitas, maksim kualitas, dan maksim cara. Selain itu, situasi humor dapat dihasilkan dengan menciptakan perbedaan dua ide yang bertentangan, melepaskan emosi, dan merendahkan orang lain.

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Kata kunci: humor, journey of a Muslim, web manga, prinsip kerja

sama, pelanggaran GYAKARTA

# ΜΟΤΤΟ

Allah does not burden a person with something more than he can bear.

--Q.S. Al-Baqarah (2): 286--

Whoever follows a path in the pursuit of knowledge, Allah will make easy for him a path to Paradise.

--Prophet Muhammad (Peace Be Upon Him)--

Even when I fall and hurt myself, I keep running toward my dream.

--BTS--

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# DEDICATION

This paper is dedicated to:

My beloved father, Wiharyoto

My wonder woman, Siti Nuraeni

My lovely sisters and brother Nikmah, Diqi, and Shafa

All of my friends

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I make apologies to people whose names I have failed to mention. I also realize that this graduating paper has many mistakes, but I hope this paper can help other students or researchers who want to study similar research to gain some insights.



Nur Athifah Apriliyani Student ID.17101050011

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## LIST OF ABBREVIATIONS

- MQt : Maxim of Quality
- MQl : Maxim of Quality
- MR : Maxim of Relation
- MM : Maxim of Manner



#### LIST OF APPENDICES

- Appendix 1. Types of Violations of Cooperative Principle in Journey of a Muslim Web Manga.
- Appendix 2. Humor Theories Used to Create Humorous Situations in *Journey of a Muslim* Web Manga.



# CHAPTER I INTRODUCTION

#### **1.1 Background of Study**

A language is an important tool for communication. Something can be described and told through language. Language is used to express ideas and to entertain people. The language that is used to entertain people is called humor. Ross defined humor in her book entitled *Language of Humor* as "something that makes people laugh and smile"(1998:1). According to Erfianto (2018: 2), the main aspect of humor is to amuse people and make people laugh. Laughter and smiles are common expressions of humor. They can be a response to something amusing. People use humor to entertain others, so it may be a way to communicate with others.

Humor gives an important role in social relationships. Holmes and Marra suggested that humor is "a mean to improve communication and relationship among speaker and hearer (as cited in Amianna and Adventia, 2017: 1). Humor aims to build good communication among others. Nowadays, humor can be found in a variety of forms as well as movies, Instagram and Facebook, talk shows, stand-up comedies, comics, and so on. Meanwhile, comic is the most common medium used by people to find humor.

Comic is a visual language conveyed through story sequences, and it is presented with images and dialogues in balloons to deliver the story. According to Cambridge Advanced Learning Dictionary 4<sup>th</sup> Edition, "Comic is a magazine or book

especially for children which contains a set of stories told in pictures with a small amount of writing." Comic is known for its various terms in different countries. As cited in Peralta in the article *The Differences Between Manga, Manhwa, and Manhua Explained*. It is comic in English, *Manhwa* in Korea, *Manhua* in China, and *Manga* in Japan (www.cbr.com). Comic can also be found in places other than in newspapers or comic books. In this modern technology, comics can be found on websites such as webcomics, or in this case is web *manga*. Web *manga*, like comic books, has a variety of story themes such as love, friendship, a slice of life, mystery, and so on. Aside from that, the readers can learn a foreign language and culture through the medium of *manga*. For example, the readers can learn the English language. In this paper, the researcher takes web manga as the object.

Web manga is the Japanese version of web comic in English. According to Urban Dictionary, web manga is a "*manga* that can be read online, like a web comic, but it is fundamentally different due to its cultural difference, information flow, and cinematic approach." In web manga, it usually published in several antology stories, generally requires readers to follow art and speech bubbles before following a right to left or top to bottom rule, and it also have panels that have little or no dialog at all. The researcher picks web manga as the object because the language that is used in mangas differs from the others. Context, particularly images, help to create meaning, so the readers can easily know the message behind the stories. *Journey of a Muslim* web manga is written by Zhar. It contains some tittles or stories, and it tells about the author's experiences. It is available on the Muslim Manga website. As cited in Muslim Manga website, Muslim Manga is the organization that uses the power of manga to influence the new generation's perspectives on Muslims and Islam (https://muslimmanga.org).

The researcher chooses *Journey of a Muslim* web manga for some reasons. First, this comic depicts the experiences accomplished by the author and the people around the author. The author is a Muslim who lives in the Philippines, so she describes her life and the people around her as the Muslim minority through her manga. According to Live Population, there are 5,131,210 Muslims who live in the Philippines, it is five percent of the total population (<u>https://livepopulation.com</u>). Second, the genre of this comic is slice-of-life. It has humorous stories, but it also has messages with deep meaning, such as religious advice. Despite the fact that the author describes her life in a Muslim minority country, she depicts her comic in an entertaining way and includes humorous stories.

The researcher uses pragmatics because when the readers read comics, they are not only reading the words but also looking at the pictures, which allows them to understand the entire story. Pragmatics is the study of meaning. The readers or listeners should acknowledge both the language and the context that follow the utterances. Context is defined as anything that comes after the utterances. It can be the setting of the place, time, or condition. Below is the example of the analysis.



Figure : Journey of a Muslim Episode 15: Ninja Friend part 3 Participants: Zayn and Chris.

Context: In part 1, Chris encounters a woman wearing a *niqab* with Zayn. He recognizes her as a ninja. Continue with part 2, Zayn arrives at the class, and Chris asks him to be a friend because Chris is curious about how Zayn and ninja woman can be together. Finally, in part 3, Chris asks question Zayn.)

Chris	: "So, the person you were with this morning"
Zayn	: "Oh, you mean my sister?"
Chris	: "Sister? Ninja siblings!"
Zayn	: "Wait, what?"
Chris	: "Please teach me the ninja way!"
Zayn	: "Eh?"

From the context describe above, when Zayn ask, "You mean my sister?" to Chris, and Chris answers, "Sister? Ninja

siblings!" Chris violates the maxim of relevance. According to violation of cooperative principle theory, a speaker violates the maxim of relevance when she or he is unable to provide relevant information in a conversation by speaking unequally. In the conversation above, Chris' answer, "Sister?Ninja siblings!" does not make relevant information to Zayn's question. If Chris is cooperative or does not violate the maxim of relevance, he will answer with other answer such as, "Yes. she is." So, the humorous scene is occurs when Chris says "Sister? Ninja siblings!" and "Please teach me the ninja way" because according to cooperative principle by Grice, Chris violates the maxim of relevance which result in humorous situations.

To understand how this violation creates humorous situation, the incongruity theory of humor is used to analyze the utterance. Related to the incongruity theory, the difference ideas between what is expected by the readers and what really occurs in the conversation result in humorous situation. The different meanings in the situation above are Zayn's assumption about Chris' answer related to his sister and the real answer he gets from Chris. This unconsistent ideas cause the reader's assumption to vanish which create smile and laughter.

From the previous explanation, the researcher wants to conduct this study because humor has a distinct characteristic. It violates cooperative principles, but it can also be a humorous situation. Furthermore, the *Journey of a Muslim* contains many stories that deliver Islamic values in amusing ways.

#### **1.2 Research Question**

Based on the background of the study above, the following research questions can be formulated:

- 1. What are the types of violations of cooperative principles created by the characters in *Journey of a Muslim* web manga?
- 2. How do violations of cooperative principles create a humorous situation in *Journey of a Muslim* web manga by Zhar?"

#### **1.3 Objectives of Study**

The following are the study objective for this research:

- 1. To identify the types of violations of cooperative principles created by the characters in *Journey of a Muslim* web manga.
- 2. To explain how those violations of cooperative principle result in a humorous situation in *Journey of a Muslim* web manga.

### 1.4 Significances of Study

This paper is proposed to improve the readers knowledge in linguistics study. For the researcher, this research hopefully gives more understanding of the connection between language and humor study. This research can be used as a reference on the same topic by the next researcher. Furthermore, this research is expected to make a minor contribution to linguistics study and raise awareness of linguistics phenomena in this modern technology.

#### **1.5** Literature review

The researcher finds some prior studies on the language of humor. The following studies are used by the researcher as references. There are five previous studies in this paper.

The first research is a journal written by Anindita Dewangga Puri and FX Risang Baskara (2019) in the Journal of Pragmatics Research entitled "Analysis of Humor on Cartoon Comics Be Like Bro: Pragmatics Study." This research was released in 2019. It analyzes the language of humor in the comic cartoon "Be Like Bro." This research is purposed to identify the different types of violations of conversational maxims created by the cartoon comic and describe how those violations can result in a humorous situation. The researchers analyze the conversation using a pragmatic approach and humor theory by Attardo (1994). The results show that the violations of the cooperative principle can result in humorous situations, such as violations maxim of relevance, violations maxim of quantity, and maxim of manner. The disagreement between what is expected by someone and what is really happening (incongruity theory) and releasing excess pressure (release theory) can result in a humorous situation.

The second research is a journal written by Villy Tsakona (2008) in her research entitled "Language and Image Interaction in Cartoons: Towards a Multimodal Theory of Humor." This research explains that "the readers should recognize to all the verbal and visual details to know the meaning of cartoon humor." Tsakona (2008: 1172). Tsakona employs the General Theory of

Verbal Humor (GTVH) by Attardo. She concludes that humor is based on the text, whereas the images provide context or the background information of humorous utterances.

The third research is a thesis by Dhian Erfianto (2018). He conducts research entitled "A Pragmatic Analysis of Humor Used in English Subtitle of the Movie entitled Warkop DKI Reborn: Jangkrik Boss Part 1." He analyzes the maxim flouted by the characters in order to create the humorous situation in the movie. Erfianto states that all the types of maxim flouting are used by the characters to create humor, but the characters mostly use the maxim of quality flouting because there are many ways to flout this maxim, such as irony, sarcasm, and overstatement. He concludes that the humor creation of the movie is based on the character's utterances.

The fourth research is a journal written by R. Agung Satriya Pribadi (2018) in his paper entitled "Violating Maxim As the Humorous Sense in the Movie Deadpool (2016)." This research purposes to examine the kinds of violations of the cooperative principle and how the character in the Deadpool movie violates the maxim. He uses Gricerian sociolinguistics analysis. He implies that Deadpool violates all of the cooperative principles, including the maxim of quantity, the maxim of quality, the maxim of relevance, and the maxim of manner. Those violations can be a source of humor because they become a joke for the audience.

The fifth research is a journal written by Jenna Nadia Rasbi Putri Amiana and Adventina Putranti (2017) in their research entitled "Humorous Situation Created by Violations and Flouting of Conversational Maxims in a Situation Comedy Entitled *How I Met Your Mother*." In this research, the researchers want to analyze the different types of violating and flouting of conversational maxims, as well as how those violations and floutings create humorous situations in the comedy *How I Met Your Mother*. The researcher applies a pragmatic approach to investigate the violations and floutings committed by the characters in *How I Met Your Mother* television show. Grice Cooperative Principles and four maxims also are used to observe the types of conversational maxims that the characters violate and flout, ensuing in a humorous situation.

The previous studies have the same topic as this research, which is about language and humor, but they have different research objects with this research. The first research object is *Be Like Bro* cartoon, the second research object is a Greek cartoon, the third research object is English subtitle of the movie Warkop DKI Reborn, the fourth research object is the movie Deadpool, and the fifth research object is a television show. Meanwhile, this research uses *Journey of a Muslim* web manga as the research object.

#### **1.6 Theoretical Approach**

In this research, the researcher uses the pragmatics approach. Pragmatics is the subfield of linguistic study. According to Yule in his book entitled *The Study of Language*, pragmatics is the study of 'invisible' meaning. He also states that

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pragmatics is "the study about how people understand whatever is intended even if it is not said or written." (2017:362). It can be concluded that pragmatics attempts to explain the relationship between language (utterances) and the context that follows those utterances to find meaning beyond utterances.

The language of humor can be studied by using the pragmatics approach. In pragmatics, the humorous situation occurs when it is not following the cooperative principles. Grice (as state in Yule, 1996: 37) classified cooperative principles into four maxims. They are the maxim of quality (saying information as needed, not less, not more), the maxim of quantity (saying the truth or within evidence), the maxim of relation (saying information relevantly), and the maxim of manner (saying information clearly). Grice also stated that those maxims should be obeyed by both the speaker and listener in a conversation. If they do not follow or violate these maxims, the communication may be disconnected or mistaken. Unconnected or mistaken communication means violating the cooperative principle. According to Attardo (1994: 47), the violation of the cooperative principle can make humorous situations.

Furthermore, the humor theories are applied in this research to determine how humorous situations are created through those violations. This theories are chosen since in *Journey of a Muslim* Web Manga, laughter and smile not only reactions of something amusing, but also signs of surprised, released, or superior.

According to Attardo (1994: 47-50), there are several types of humor theory a. Incongruity theory (humor occurs when there is conflict between what is happening with reality), b. Hostility theory (this theory says that the negative side of humor which usually used to abuse, insult, or humiliate others); c. Release theory (humor is used to liberate or free depression and pressure). Chiaro (1992: 43-44) explained that a "humorous situation occurs when two-faced meaning or ambiguous meaning in linguistics features in a conversation, such as choice of words." Based on this explanation, it is possible to conclude that the double-meaning or ambiguous meaning and word choices can lead to a humorous situation.

### 1.7 Method of Research

### **1.7.1** Type of Research

The researcher uses the descriptive qualitative method in this study because this study is explained by interpreting the data. Cresswell defined qualitative method research as the analysis of data in the form of words' information (2012: 20). This type of research is chosen by the researcher because the data is in the form of words and images that will then be interpreted. To make the data stronger, the researcher also uses library research by gaining data from literature (*manga*) that relate to the topic in this study.

#### **1.7.2 Data Sources**

The data of this research is the utterances found in a web manga entitled *Journey of a Muslim* that is created by Zhar. The data includes information such as words, sentences, and context that are needed in this research. The manga is used as data by the researcher, who obtain it from online website of Muslim Manga. The website is <u>www.muslimmanga.org</u> or the Webtoon application.

### 1.7.3 Data Collection Technique

The researcher employs documentation techniques. According to Zaim, the documentation technique uses written sources to get the data (2014: 95). The data is collected by following these steps. First, the researcher accesses <u>the</u> <u>www.muslimmanga.org</u> website or Webtoon application. Second, the researcher reads all the episodes of *Journey of a Muslim*. Third, the researcher finds out utterances that indicate something amusing or humorous. Finally, the researcher takes screenshots of images that can be classified as humorous language.

### 1.7.4 Data Analysis Technique

The researcher uses the pragmatics equivalent method. According to Zaim (2014: 98), the equivalent or identity method is a method that is used to find the identity of specific lingual units with determining tools that are not part of language. The pragmatics equivalent method is a method that uses interlocutors as the determining tool (Zaim, 2014: 101). This method is used because it is appropriate for this research.

In analyzing the data, the researcher takes some steps as follows:

- (1) Reading all of the episodes of *Journey of a Muslim* web manga,
- (2) Identifying utterances with humor sense in the *Journey of* a Muslim web manga
- (3) Classifying the violated maxims into four types and humor theory used in the utterances,
- (4) Counting violated maxims with the percentage formula

$$X = \frac{F}{N} \times 100 \%$$

Note : X = the percentage of violations

F = frequency

N = total number of violations

- (5) Describing and analyzing the conversations,
- (6) Making conclusion of the research.

# 1.8 Paper Organization

This paper is divided into four chapters. The first chapter serves as an introduction. The introduction chapter explains why the researcher chooses this particular study. It includes some sections such as the background of study, research questions, objective of study, the significance of study, literature review, theoretical framework, the method of research that includes the type of research, data sources, data collection techniques, data analysis technique, and paper organization. The second chapter is a theoretical background chapter that explains the language and humor theory used in this research. The third chapter contains the research findings and discussion. This chapter explains the research findings and their explanations. Finally, the last chapter includes the researcher's closure and the suggestion for the following research.



# CHAPTER IV CONCLUSION AND SUGGESTION

### 4.1 Conclusion

Based on the research results and discussion in chapter 3, which use violations of the cooperative principles by Grice and humor theories by Attardo to answer the research questions proposed in the first chapter. Humorous situation is caused by the violations of cooperative principles, the inconsistent ideas between expectations and reality in the dialogues, the expression to release emotion, and the other inferiority.

All the types of violations of cooperative principles are used by the characters in *Journey of a Muslim* web manga to create humorous situation, such as violating the maxim of quality, violating the maxim of quantity, violating the maxim of relation, and violating the maxim of manner.

Firstly, the most frequent violation in *Journey of a Muslim* web manga is a violation of the maxim of relation or relevance. There are six data of violations maxim of relation. These violations occur because the characters do not provide relevant information in the conversations. It means that saying something unrelated to the topic of a conversation is effective in creating a humorous situation. Secondly, there are two data violations of maxim of quantity. These violations are committed by stating that there is too much information, or the characters give insufficient information. Thirdly, there is one violation of the maxim of quality and one violation the maxim of manner. The maxim of quality is violated by the characters by saying something that is considered to be untrue. Saying something that is not based on the truth and saying something ambiguously can both lead to the humorous situation. Lastly, the researcher discovers one data violation of the maxim of manner, because the character uses ambiguous words.

Based on the violations of cooperative principles done by the characters in *Journey of a Muslim* web manga, the researcher applies all humor theories to determine how those violations result in humorous situations. First, humorous situations arise as a result of the violation of maxims, which have an inconsistent idea between the reader's expectation and the real idea that occurs in the conversation. It can be seen by applying the incongruity theory, which states that humor is the product of two different ideas. Second, by employing the release theory of humor, the humorous situations occur as a result of some violations being used as a tool for releasing emotions of the characters, which provoke laughter. Third, the humorous situations happen as a result of violations used to humiliate others. It is proven by applying hostility or superiority theory. Humor can be used to intimidate other inferiority.

## 4.2 Suggestion

The researcher recognizes that this paper is far from perfect. Hence, the researcher welcomes comments and suggestions from the readers. This research only covers the language of humor by applying Grice's theory of cooperative principles and Attardo's humor theories. Thereby, the researcher proposes analyzing humorous situations through the others non-cooperative aspects such as flouting, opting out, infringement, or suspending. Furthermore, the deeper analysis can be conducted by including the function of humor which are shown in the manga.



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# LIST OF APPENDICES Appendix 1. The Types of Violation of Cooperative Principle in *Journey of a Muslim* Web Manga Created by Zhar

No.	Title (Episode)	Utterance	Vie	olation of	Cooperat	tive Principle
			MQt	MQl	MR	MM
1.	Ninja (4)	Chris: "are you ninja?"		~		
		The woman : "well, yea"				
2.	Ears (9)	Girl 1: "hello?"			✓	
		Girl 2: "You have ears?"				
3.	Ninja	Chris: "Ninja sibling!"			✓	
	Friend part 3 (15)	Zayn : "Wait, what?!"				
		Chris : "Please teach me the ninja way"				
		Zayn : "Eh?" STATE ISLAMIC UNIVERSIT	ΓY			
4.	Keeping a Cat (35)	Mom : "Alright, but just one"	<b>GA</b>		✓	
		Girl : "All four?yeay!" <b>A K A R T</b>	A			
		Mom : "Do you want to get smacked?"				

5.	Wish (49)	Little girl : "My wish is for everyone around		$\checkmark$	
		world to get along and be in Jannah together."			
		Big sis : "An Angel?!"			
6.	Super Power (51)	Hijab girl : "Two blocks from here. Three steps		$\checkmark$	
		left, there is cookie shop			
		With a cute white cat with a black spot pattern			
		left eye!"			
		Girl 2 : "You're right! Even the cat's pattern !! I			
		Hijab Girl : "Every ramadhan I gain a			
		human sense of smell!"			
7.	Ramadhan Vibes	Chris : "Zayn? Are you okay?"		$\checkmark$	
	(53)	Zayn : "Oh! Chris, my good friend! What			
		you here?"			
		Chris : "Eh?!"			
8.	Spot the Hijab (37)	Buu : "How did you find me with all these	$\overline{\mathbf{A}}$		
		around?"			
		Mei : "You're easy to spot."		 	

9.	Grocery Shopping	Woman 1 : "I want to thank you for practicin 🗸
	(48)	freedom of religion."
		Hijab girl : "Oh, thank you"
		Woman 1 : "In this country, we're suppor
		have freedom of religion, but with this cu
		administration"
10.	Hear no Evil (8)	Grandmother : "Hey you!"
		Hijab Girl : "Yes? How may I help you?"
		Grandmother : (insert hateful comment
		Muslims and Islam)

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No.	Title	Utterance	Application Humor Theory		ory
	(Episode)		Incongruity	Release	Hostility
1.	Ninja (4)	Chris: "are you ninja?"	<b>√</b>		
		The woman : "well, yea."			
2.	Ears (9)	Girl 1: "hello?"		✓	
		Girl 2: "You have ears?"			
3.	Ninja	Chris: "Ninja sibling!"	✓		
	Friend part 3	Zayn : "Wait, what?!"			
	(15)	Chris : "Please teach me the n			
		way"			
		Zayn : "Eh?"			
4.	Keeping a Cat	Mom : "Alright, but just one			
	(35)	Girl : "All four?yeay!"	LIJAGA		
		Mom : "Do you want to get smacked?"	ARTA		

Appendix 2. Humor Theories Used in Journey of a Muslim Web Manga

5.	Wish (49)	Little girl : "My wish is for ✓
		everyone around the world to
		along and be in Jannah togeth
		Big sis : "An Angel?!"
6.	Super Power	Girl 2 : "You're right! Even tl ✓
	(51)	cat's pattern !!
		How?"
		Hijab Girl : "Every ramadha
		gain a super
		human sense of smell!"
7.	Ramadhan Vibe	Chris : "Zayn? Are you okay? ✓
	(53)	Zayn : "Oh! Chris, my good
		friend! What brings you her
		Chris: "Eh?!"
8.	Spot the Hijab	Buu : "How did you find me
	(37)	all these people around?"
		Mei : "You're easy to spot."

9.	Grocery	Woman 1 : "I want to thank y
	Shopping (48)	practicing your freedom of
		religion."
		Hijab girl : "Oh, thank you"
		Woman 1 : " <b>In this country</b> ,
		supposed to have freedom o
		religion, but with this curre
		administration"
10.	Hear no Evil (8)	Grandmother : "Hey you!"
		Hijab Girl : "Yes? How may ]
		you?"
		Grandmother : (insert hateful
		comment about Muslims and

SUNAN KALIJAGA Y O G Y A K A R T A

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YOGYAKARTA

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